

Getting out of car, caught in in between time.
A place just left, now a ~~new~~ different
place waits for the adjustment to new
but familiar smells. The sky is different
larger, ~~but~~ closer to the earth. The sky
is real here.

My indecision uncertainty about this trip
shorts in the quietness. It was
a spur of the moment decision fueled
by an old song on the radio.

The song immediately transported me
to a warm summer day riding in the
pick up with fresh mown prairie
grass made hay. My cousins are
sitting the back of the truck, wind
blowing dark hair, plastering their
laughter to their faces.

Then other memories come forth,
like magnets pulling pieces of metal
to them. Thunder lightening
blizzards geese flying south
lonely cattle missing their calves.

Sometimes I feel like the bubble boy
except I am constantly in the bubble
filled with memories that can never
set me free.

My companion is Nature too but urban
raised. She visited her ~~parent~~ reservation
on summer vacations, left the
reservations on many summer vacations.
We figured out that we were never
in South Dakota at the same time
except for that one unusual summer

The drive east from Rapid is a short 3-4 hours, through prairie dotted with ~~the~~ missile silos. Cattle graze peacefully next to the potations, I ~~at~~ sometimes worried that ~~the~~ an errant cow would rub against the silo using it as a cattle scratch, thus setting off the missile. World War 3 begun by an itchy cow. Bird roost, cattle scratch. The missiles served not as a momentary refuge for bird or cow but as a jarring of an otherwise muted landscape, peaceful prairie. Bird and cow avoid the silo.

~~Turning right~~

A rest stop at the hilltop. We need to stop. Only hours earlier, clanging of street cars, above ground public transportation Palm trees down Market Street served as the backdrop to the ride to the airport.

Quiet, stillness, feeling like South Dakota is a foreign land. A stop is necessary to get out of the car breathe the air, listen to meadowlarks on the fence post, the fast buzz of an insect.

Spring is in full bloom. The purpose of this trip in contrast to ~~an almost~~ a ~~low~~ fresh spring day. The earth ~~is coming~~ coming back to life refusing to ~~be~~ be imprisoned by ~~the dead~~ its cemeteries. ~~again~~

Until that summer, ^{my life} ~~was~~ ^{happened} ~~every~~ ^{each} day not anymore remarkable than making coffee in the morning.

scene

first shot is from above looking down onto a drum being used by Lakota traditional singers.
move to grandparents bedroom where a large trunk is open, grandmother is removing items of traditional dress

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Quick Story Report for "Long Time No see"

- Main Character: *Andie St. John*
- Obstacle Character: *Reno Wood*

Character Dynamics:

- Resolve as it relates to Change:
- Direction as it relates to Start:
- Approach as it relates to Be-er:
- Mental Sex as it relates to Female:

Plot Dynamics:

- Work as it relates to Action:
- Limit as it relates to Optionlock:
- Outcome as it relates to Success:
- Judgment as it relates to Good:

Thematic Choices (Objective Story Throughline):

- Objective Story Synopsis:
- Domain as it relates to Universe:
- Concern as it relates to Progress:

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• Range as it relates to Fact vs. Fantasy:

• Problem as it relates to Unproven:

The Main Character Throughline:

• Andie St. John's Problem as it relates to Unproven:

• Andie St. John's Focus as it relates to Result:

VOCABULARY:

Action: in terms of the objective plot, actions force decisions

Be-er: Andie St. John looks for an internal solution to her problem

Change: Andie St. John changes her essential nature while attempting to solve the problem

Fact: belief in something real

Fantasy: belief in something unreal

Female: Andie St. John uses female problem solving techniques

Good: Andie St. John ultimately succeeds in resolving her personal problems

Optionlock: the story climax occurs because all other options have been exhausted

Progress: the way things are going

Result: the ramifications of a specific effect

Start: Andie St. John needs to start employing a character trait that she lacks, or

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needs to hold out for an external force to start

Success: the original goal is achieved

Universe: a situation

Unproven: a rating of knowledge that has not been tested

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STORY ENGINE SETTINGS: "Long Time No see"

RESOLVE: **Change**
DIRECTION: **Start**
APPROACH: **Be-er**
MENTAL SEX: **Female**
WORK: **Action**
LIMIT: **Optionlock**
OUTCOME: **Success**
JUDGMENT: **Good**

OBJECTIVE STORY

DOMAIN: **Universe**
CONCERN: **Progress**
RANGE: **Fact vs. Fantasy**
PROBLEM: **Unproven**
SOLUTION: **Proven**
FOCUS: **Accurate**
DIRECTION: **Non-Accurate**
CATALYST: **Threat**
INHIBITOR: **Confidence**
STIPULATION: **The Past**

SUBJECTIVE STORY

DOMAIN: **Mind**
CONCERN: **The Preconscious**
RANGE: **Value vs. Worth**
PROBLEM: **Process**
SOLUTION: **Result**
FOCUS: **Accurate**
DIRECTION: **Non-Accurate**
CATALYST: **Worry**
INHIBITOR: **Security**
STIPULATION: **Memory**

MAIN CHARACTER THROUGHLINE

(*Andie St. John*)
DOMAIN: **Psychology**
CONCERN: **Being**
RANGE: **Knowledge vs. Thought**
PROBLEM: **Unproven**
SOLUTION: **Proven**
FOCUS: **Result**
DIRECTION: **Process**
UNIQUE ABILITY: **Desire**

CRITICAL FLAW: **Skill**
STIPULATION: **Conceptualizing**

OBSTACLE CHARACTER THROUGHLINE

(Reno Wood)

DOMAIN: **Physics**
CONCERN: **Doing**
RANGE: **Wisdom** vs. **Enlightenment**
PROBLEM: **Determination**
SOLUTION: **Expectation**
FOCUS: **Accurate**
DIRECTION: **Non-Accurate**
UNIQUE ABILITY: **Experience**
CRITICAL FLAW: **Ability**
STIPULATION: **Understanding**

ADDITIONAL STORY APPRECIATIONS

GOAL: **Progress**
CONSEQUENCE: **The Preconscious**
COST: **Doing**
DIVIDEND: **Being**
REQUIREMENT: **The Past**
PREREQUISITE: **Memory**
PRECONDITION: **Understanding**
FOREWARNINGS: **Conceptualizing**

VOCABULARY:

Ability: being suited to handle a task; the innate capacity to do or be

Accurate: being within tolerances

Action: in terms of the objective plot, actions force decisions

Be-er: Andie St. John looks for an internal solution to her problem

Being: temporarily adopting a lifestyle

Change: Andie St. John changes her essential nature while attempting to solve the problem

Conceptualizing: visualizing how an idea might be implemented

Confidence: belief in the accuracy of an expectation

Desire: the motivation to change one's situation or circumstances

Determination: a conclusion as to the cause behind a particular effect

Doing: engaging in a physical activity

Enlightenment: an understanding that transcends knowledge

Expectation: a conclusion as to the eventual effect of a particular cause

Experience: the gaining of familiarity

Fact: belief in something real

Fantasy: belief in something unreal

Female: Andie St. John uses female problem solving techniques

Good: Andie St. John ultimately succeeds in resolving her personal problems

Knowledge: that which one holds to be true

Memory: recollections

Mind: a fixed attitude

Non-Accurate: not within tolerances

Optionlock: the story climax occurs because all other options have been exhausted

Physics: an activity

Process: the mechanism through which a cause leads to an effect

Progress: the way things are going

Proven: a rating of knowledge based on corroboration

Psychology: a manner of thinking

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 Determination: a conclusion as to the cause behind a particular effect
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 Enlightenment: an understanding that transcends knowledge
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 Non-Accurate: not within tolerance
 Optionlock: the story climax occurs because all other options have been exhausted
 Physics: an activity
 Process: the mechanism through which a cause leads to an effect
 Progress: the way things are going
 Proven: a ruling of knowledge based on corroborating
 Psychology: a manner of thinking

Result: the ramifications of a specific effect

Security: a sense of the adequacy of one's protections

Skill: developed ability

Start: Andie St. John needs to start employing a character trait that she lacks, or needs to hold out for an external force to start

Success: the original goal is achieved

The Past: what has already happened

The Preconscious: immediate responses

Thought: the process of consideration

Threat: an evaluation of one's vulnerabilities

Understanding: appreciating the meaning of something

Universe: a situation

Unproven: a rating of knowledge that has not been tested

Value: the objective usefulness of something in general

Wisdom: understanding how to apply Knowledge

Worry: concern for the future

Worth: a rating of usefulness or desirability to oneself

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Worth: a rating of usefulness or desirability to oneself

Worry: concern for the future

Wisdom: understanding how to apply knowledge

Value: the objective usefulness of something in general

Unproven: a rating of knowledge if it has not been tested

Universe: a situation

Understanding: apprehending the meaning of something

Threat: an evaluation of one's vulnerability

Thought: the process of consideration

The Preconscious: immediate responses

The Past: what has already happened

Success: the original goal is achieved

Start: Andie St. John needs to start embracing a character that she lacks or needs to hold out for an external force to start

Skill: developed ability

Security: a sense of the adequacy of one's protections

Result: the ramifications of a specific effect

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Essentials Reports

The following three Essentials reports provide the most popular ways of exploring your storyform.

- The **Quick Story Report** presents the backbone of your storyform. The appreciations included here generally have the greatest impact on your audience. Look here to see a quick rundown of your storyform.
- The **Story Engine Settings** report is a complete list of your storyform's appreciations. Review this report to familiarize yourself with all the ins and outs of your story's argument.
- The **Story Points Output** report presents all the appreciations and storytelling questions available in the Story Points window. This thorough journey through your storyform should be reviewed with the storytelling button "on" in order to take the best advantage of its design.



Essential Reports

The following three Essential reports provide the most useful ways of exploring your ecosystem.

- The Quick Story Report presents five sections of your ecosystem. The appreciations included here generally have the greatest impact on your audience. Look here to see a quick rundown of your ecosystem.
- The Story Engine Settings report is a complete list of your ecosystem's appreciations. Review this report to familiarize yourself with all the ins and outs of your story's argument.
- The Story Points Output report presents all the appreciations and storytelling questions available in the Story Points window. The thorough journey through your ecosystem should be reviewed with the storytelling team only, in order to take the best advantage of its design.

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